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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/998,203	12/03/2001	Won-Sik Cheong	P67366US0	4417
22429 7590 10/22/2007 LOWE HAUPTMAN HAM & BERNER, LLP 1700 DIAGONAL ROAD SUITE 300 ALEXANDRIA, VA 22314			EXAMINER PATEL, MANGLESH M	
			ART UNIT 2178	PAPER NUMBER
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary

Application No.

09/998,203

Applicant(s)

CHEONG ET AL.

Examiner

Manglesh M. Patel

Art Unit

2178

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 02 August 2007.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1 and 3-18 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1 and 3-18 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
 - ☐ Certified copies of the priority documents have been received in Application No. _____.
 - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

1. This **FINAL** action is responsive to the amendment filed on 8/2/2007.
2. Claims 1, 3-18 are pending. Claims 1, 15, 16 and 17 are the independent claims.

Claim Rejections - 35 USC § 112

3. The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.
4. Claim 18 is rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.
5. **Regarding Dependent claim 18**, the claim describes that the form converting module changes the authoring result from a higher to a lower level, further stating that the authoring tool provides the higher and lower level authoring. Thus if the authoring tool supports both higher and lower level authoring then it is unclear why the claim proceeds to state conversion to a higher-level file form are not supported by the editing and authoring tool, thus the claim language is contradictory.

Claims Rejections – 35 U.S.C. 102

6. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.
7. **Claims 1 & 3-16 remain rejected under 35 U.S.C. 102(a) as being clearly anticipated by VEGAS (NPL, VEGAS Users Manual, 2000, Sonic Foundry inc, pgs 1-398).**

Regarding independent claim 1, *An apparatus for authoring multimedia contents with object-based interactivity, which comprises: a user interfacing unit for providing an interface to thereby edit object-based interactive multimedia contents by using a multimedia information editing and authoring tool, wherein the user interfacing unit includes, an interface for inserting or deleting media objects and editing properties characterizing each media object, an interface for editing a logical relationship between the media objects,*

an interface for editing a spatial allocation for the media objects, an interface for editing a time allocation for the media objects, an interface for editing a user interactivity for the media objects, and an interface for displaying information for the media objects under editing; an editorial information processing unit for converting the multimedia contents supplied from the user interfacing unit on an object basis to the form applicable to an object-based internal material structure supporting the editorial information authoring, storing the converted contents, and changing the form of the interactive multimedia contents information stored as the internal material structure to the file form so as to perform an input or output process of the contents, wherein the interactive multimedia contents outputted in the file form are readable and re-editable by the editorial information processing unit; and a media coding and decoding unit for encoding and decoding the interactive multimedia contents information provided from the editorial information processing unit.

Vegas is an object based multimedia authoring software wherein the video is represented by frame objects and the audio with peak objects (see page 1, introduction & page 29). Vegas provides the user with an interface for object-based multimedia editing and authoring tools. The interface in Vegas includes the insertion and deletion of objects as shown on page 29 and displayed on the track view which defines the logical relationship between the video frames according to the timeline. Further including an interface with spatial allocation of the media objects which is represented has the entire track view area, where media objects can be placed at any time and any space for appropriate playback see page 46. Further this interface includes time information has defined on the ruler on page 29. The interface allows the user interactivity for modifying elements via cut/drag/paste operations by interacting with the media objects themselves while including information about the object in the track header section. On pg 85, Vegas teaches the re-editing by allowing the user to open media files supported in multiple file formats, thus Vegas allows the user to re-edit media files such as MPEG format. Furthermore these files are simply drag and dropped into the Vegas interface thereby allowing re-editing operations has claimed. Finally Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the decoding into multiple formats for rendering purposes (see pg 325-326).

Regarding Dependent claim 3, with dependency of claim 1, Vegas discloses *wherein, through the user interactivity unit that a user can manipulate a position of a media object, a display starting time of the media*

Art Unit: 2178

object and a display ending time of the media object during displaying edited and authored interactive multimedia contents (pg 31, wherein the ruler displays the start and end time of the media object).

- Regarding **Dependent claim 4**, with dependency of claim 1, Vegas discloses *wherein the user interfacing unit is implemented by an interface capable of editing exact values by utilizing a keyboard, a graphic user interface (GUI), or both of said two interfaces (see page 1, introduction & page 29, Wherein Vegas media object authoring environment uses the mouse and keyboard therefore making use of two interfaces for editing the exact values via keyboard shortcuts, see page 37).*

Regarding **Dependent claim 5**, with dependency of claim 1, wherein the editorial information processing unit includes: a data access application program interface for performing information exchange with the user interfacing unit; *an object editorial information processor for converting the multimedia editorial information supplied from the outside to the form applicable to the internal material structure and storing the converted multimedia editorial information; an object-based internal material structure for reading in the object-based interactive multimedia contents stored in a storage to thereby preserve said contents as internal materials, and storing editing and authoring information inputted from the outside as internal materials to thereby edit and author current contents; and a file input and output processor for performing an input and output process of edited and authored results related to the storage and carrying out the form conversion between the internal materials and input and output files.*

Vegas is an object based multimedia authoring software wherein the video is represented by frame objects and the audio with peak objects (see page 1, introduction & page 29). Vegas provides the user with an interface for object-based multimedia editing and authoring tools. The interface in Vegas includes the insertion and deletion of objects as shown on page 29 and displayed on the track view which defines the logical relationship between the video frames according to the timeline. Further including an interface with spatial allocation of the media objects which is represented has the entire track view area, where media objects can be placed at any time and any space for appropriate playback see page 46. Further this interface includes time information has defined on the ruler on page 29. The interface allows the user interactivity for modifying elements via cut/drag/paste operations by interacting with the media objects themselves while including information about the object in the track header section. Finally Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the

Art Unit: 2178

decoding into multiple formats for rendering purposes (see pgs 325-326). Further supporting text based media see pg 281.

Regarding **Dependent claim 6**, with dependency of claim 5, *wherein the object editorial information processor includes: a time allocation editorial information processing module for processing editorial information related to the time allocation of each media object; a spatial allocation editorial information processing module for processing editorial information for the spatial allocation of each media object; a user interactivity editorial information processing module for processing editorial information for the user interactivity; and a property and logical structure editorial information processing module for processing editorial information for properties characterizing each media object.*

Vegas is an object based multimedia authoring software wherein the video is represented by frame objects and the audio with peak objects (see page 1, introduction & page 29). Vegas provides the user with an interface for object-based multimedia editing and authoring tools. The interface in Vegas includes the insertion and deletion of objects as shown on page 29 and displayed on the track view which defines the logical relationship between the video frames according to the timeline. Further including an interface with spatial allocation of the media objects which is represented has the entire track view area, where media objects can be placed at any time and any space for appropriate playback see page 46. Further this interface includes time information has defined on the ruler on page 29. The interface allows the user interactivity for modifying elements via cut/drag/paste operations by interacting with the media objects themselves while including information about the object in the track header section. Finally Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the decoding into multiple formats for rendering purposes (see pgs 325-326). Further supporting text based media see pg 281:

Regarding **Dependent claim 7**, with dependency of claim 6., *wherein the object editorial information processor further includes an object description information processing module for examining whether information for managing and searching media objects is proper or not, storing said information as internal materials and converting the object description information stored in the internal material structure to the form that the outside can refer to (pg 33, wherein media objects are managed using the window docking area).*

Regarding **Dependent claim 8**, with dependency of claim 6, *wherein the object editorial information processor performs the editorial information processing for a higher level authoring, a lower level authoring and the higher and lower level authoring (see pgs 325-326, wherein the higher and lower leveling authoring includes encoding videos in different formats).*

Regarding **Dependent claim 9**, with dependency of claim 5, *wherein the object-based internal material structure supports internal materials for a higher level authoring, those for a lower level authoring and those for the higher and lower level authoring (see pgs 325-326, wherein the higher and lower leveling authoring includes encoding videos in different formats).*

Regarding **Dependent claim 10**, with dependency of claim 5, *wherein the file input and output processor includes: a file analyzing module for reading in the object-based interactive multimedia contents stored in the storage, storing the contents in the object-based internal material structure and examining errors of the contents by analyzing the contents; and a file generating module for transferring edited and authored results of the object-based interactive multimedia contents stored in the object-based internal material structure to the storage (pg 33, wherein the window docking area includes a file hierarchy for managing and loading media contents that are stored on the user's machine).*

Regarding **Dependent claim 11**, with dependency of claim 10, *wherein the file input and output processor further contains a form converting module for performing the form conversion between the internal material structure and the input and output form (see pgs 325-326, Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the decoding into multiple formats for rendering purposes).*

Regarding **Dependent claim 12**, with dependency of claim 11, *wherein the form converting module changes a higher level authoring result to a lower level authoring result when the editing and authoring tool provides the higher and lower level authoring, and converts the edited and authored contents to the higher level file form which is not supported by the editing and authoring tool (see pgs 325-326, Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the decoding*

Art Unit: 2178

into multiple formats for rendering purposes. Not all file formats are supported for encoding in Vegas, for example Dix X format files).

Regarding **Dependent claim 13**, with dependency of claim 1, *wherein the media coding and decoding unit includes: a pre-post processor for performing a prior process and a post process required for the media coding and decoding; a media coder for encoding media data so as to produce a media stream; and a media decoder for decoding a media stream to reproduce media data* (pg 21, wherein the importing is the decoding of saved media files into Vegas in the listed supported formats).

Regarding **Dependent claim 14**, with dependency of claim 13, *wherein the media coder or decoder further includes a media processing accelerator, which is hardware, dedicated for performing the media coding and decoding in real-time or a higher speed than real-time* (pg 21-22 & pg 378, wherein the CPU is the hardware dedicated to perform the decoding and coding using compression formats such as MPEG).

Regarding **Independent claim 15**, *An object-based interactive multimedia contents authoring method for use in an object-based interactive multimedia contents authoring apparatus, comprising the steps of: securing a new internal material structure and a new authoring space on a user interface, and receiving a plurality of parameters or initializing the authoring space to preset defaults; providing for, on the user interface, (a) inserting or deleting media objects and editing properties characterizing each media object, (b) editing a logical relationship between the media objects' (c) editing a spatial allocation for the media objects, (d) editing a time allocation for the media objects, (e) editing a user interactivity for the media objects, and (f) displaying information for the media objects under editing; converting multimedia contents supplied from a user on an object basis to the form applicable to an object-based internal material structure supporting editorial information authoring; authoring object-based interactive multimedia contents by inserting and deleting media objects based on the initialized authoring space and editing the user interactivity on an object basis and properties of objects; and storing the authored object-based interactive multimedia contents in a binary or text file; and enabling re-edition of the authored object-based interactive multimedia contents using the stored binary or text file..*

Vegas is an object based multimedia authoring software wherein the video is represented by frame objects and the audio with peak objects (see page 1, introduction & page 29). Vegas provides the user with an interface for object-based multimedia editing and authoring tools. The interface in Vegas includes the insertion and deletion of objects as shown on page 29 and displayed on the track view which defines the logical relationship between the video frames according to the timeline. Further including an interface with spatial allocation of the media objects which is represented has the entire track view area, where media objects can be placed at any time and any space for appropriate playback see page 46. Further this interface includes time information has defined on the ruler on page 29. The interface allows the user interactivity for modifying elements via cut/drag/paste operations by interacting with the media objects themselves while including information about the object in the track header section. On pg 85, Vegas teaches the re-editing by allowing the user to open media files supported in multiple file formats, thus Vegas allows the user to re-edit media files such as MPEG format. Furthermore these files are simply drag and dropped into the Vegas interface thereby allowing re-editing operations has claimed. Finally Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the decoding into multiple formats for rendering purposes (see pgs 325-326). Further supporting text based media see pg 281.

Regarding Independent claim 16, *A computer readable medium on which a program used in implementing an object-based interactive multimedia contents authoring apparatus employing a processor is recorded, comprising: a first program instruction unit for causing the processor to secure a new internal material structure and a new authoring space on a user interface, and receiving a plurality of parameters or initializing the authoring space to preset defaults; a second program instruction means for causing the processor to provide for, on the user-interface, (a) inserting or deleting media objects and editing properties characterizing each media object, (b) editing a logical relationship between the media objects, (c) editing a spatial allocation for the media objects, (d) editing a time allocation for the media objects, (e) editing a user interactivity for the media objects, and (f) displaying information for the media objects under editing; a third program instruction for causing the processor to convert multimedia contents supplied from a user on an object basis to the form applicable to an object-based internal material structure supporting editorial information authoring; a fourth program instruction unit for causing the processor to author object-based interactive multimedia contents by inserting and deleting media objects based on the initialized authoring space and editing the user interactivity on an object basis and properties of objects; and a fifth program instruction unit for causing the processor to store the authored object-based interactive multimedia contents*

in a binary or text file; and a sixth program instruction means for causing the processor to enable re-edition of the authored object-based interactive multimedia contents using the stored binary or text file.

Vegas is an object based multimedia authoring software wherein the video is represented by frame objects and the audio with peak objects (see page 1, introduction & page 29). Vegas provides the user with an interface for object-based multimedia editing and authoring tools. The interface in Vegas includes the insertion and deletion of objects as shown on page 29 and displayed on the track view which defines the logical relationship between the video frames according to the timeline. Further including an interface with spatial allocation of the media objects which is represented has the entire track view area, where media objects can be placed at any time and any space for appropriate playback see page 46. Further this interface includes time information has defined on the ruler on page 29. The interface allows the user interactivity for modifying elements via cut/drag/paste operations by interacting with the media objects themselves while including information about the object in the track header section. On pg 85, Vegas teaches the re-editing by allowing the user to open media (binary) files supported in multiple file formats, thus Vegas allows the user to re-edit media files such as MPEG format. Furthermore these files are simply drag and dropped into the Vegas interface thereby allowing re-editing operations has claimed. Finally Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the decoding into multiple formats for rendering purposes (see pgs 325-326). Further supporting text based media see pg 281.

Regarding Independent claim 17, An apparatus for authoring multimedia contents with object-based interactivity, which comprises:

A user interfacing unit for providing an interface to thereby edit object-based interactive multimedia contents by using a multimedia information editing and authoring tool, wherein the user interfacing unit includes: an interface for inserting or deleting media objects and editing properties characterizing each media object, an interface for editing a logical relationship between the media objects, an interface for editing a spatial allocation for the media objects, an interface for editing a time allocation for the media objects, an interface for editing a user interactivity for the media objects, and an interface for displaying information for the media objects under editing; an editorial information processing unit for converting the multimedia contents supplied from the user interfacing unit on an object basis to the form applicable to an object-based internal material structure supporting the editorial information authoring, storing the converted contents, and changing the form of the interactive multimedia contents information stored as the internal

material structure to the file form so as to perform an input or output process of the contents where the object editorial information processor includes: a file input and output processor having a form converting module for performing the form conversion between the internal material structure and the input and output form; and a media coding and decoding unit for encoding and decoding the interactive multimedia contents information provided from the editorial information processing unit.

Vegas is an object based multimedia authoring software wherein the video is represented by frame objects and the audio with peak objects (see page 1, introduction & page 29). Vegas provides the user with an interface for object-based multimedia editing and authoring tools. The interface in Vegas includes the insertion and deletion of objects as shown on page 29 and displayed on the track view which defines the logical relationship between the video frames according to the timeline. Further including an interface with spatial allocation of the media objects which is represented has the entire track view area, where media objects can be placed at any time and any space for appropriate playback see page 46. Further this interface includes time information has defined on the ruler on page 29. The interface allows the user interactivity for modifying elements via cut/drag/paste operations by interacting with the media objects themselves while including information about the object in the track header section. Also Vegas supports encoding and decoding in multiple formats see pg 336-339. On pg 85, Vegas teaches the re-editing by allowing the user to open media (binary) files supported in multiple file formats, thus Vegas allows the user to re-edit media files such as MPEG format. Furthermore these files are simply drag and dropped into the Vegas interface thereby allowing re-editing operations has claimed. Finally Vegas supports specific file formats for representation in the object format for editing of the multimedia components and the decoding into multiple formats for rendering purposes (see pgs 325-326). Further supporting text based media see pg 281.

Regarding Dependent claim 18, with dependency of claim 17, wherein the form converting module changes a higher level authoring result to a lower level authoring result when the editing and authoring tool provides the higher and lower level authoring, and converts the edited and authored contents to the higher level file form which is not supported by the editing and authoring tool.

Vegas supports both higher and lower level authoring because it supports multiple file formats that include a higher level media data (higher level including audio and video in a video format) or (lower level such as just audio or just image data) (see pg 85 & 336-339).

It is noted that any citation [[s]] to specific, pages, columns, lines, or figures in the prior art references and any interpretation of the references should not be considered to be limiting in any way. A reference is relevant for all it contains and may be relied upon for all that it would have reasonably suggested to one having ordinary skill in the art. [[See, MPEP 2123]]

Response to Arguments

8. Applicants' arguments filed on 8/2/07 have been fully considered, but are not persuasive.

Applicant Argues: The reference does not teach or suggest to re-edit the authored/edited contents, contrary to the presently claimed invention (see pg 9, paragraph 3).

However The Examiner respectfully disagrees: The claim merely describes that the content can be re-edited. On pg 85, Vegas teaches the re-editing by allowing the user to open media (binary) files supported in multiple file formats, thus Vegas allows the user to re-edit media files such as MPEG format. Furthermore these files are simply drag and dropped into the Vegas interface thereby allowing re-editing operations has claimed.

Conclusion

9. **- THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.


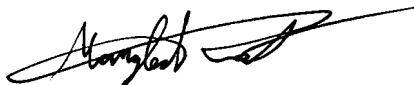
Any inquiry concerning this communication or earlier communications from the examiner should be directed to Manglesh M. Patel whose telephone number is (571) 272-5937. The examiner can normally be reached on M, W 6 am-3 pm T, TH 6 am-2pm, Fr 9am-6pm.

Art Unit: 2178

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Stephen S. Hong can be reached on (571) 272-4124. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Manglesh M. Patel
Patent Examiner
October 10, 2007



CESAR PAULA
PRIMARY EXAMINER